EXILE

Dark Fantasy Role-Playing

Written & illustrated by Ema Acosta

MYTHOWORKS

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HARK! Are you reading this digitally? Remember you can navigate the book by clicking on the Table of Contents or the page numbers.

This work was made by humans. No generative models have been employed in the creation of its writing or art.

Visit EXILERPG.COM to download all resources needed to play: character sheets, card decks, rules references, and more!

Farther west than west
beyond the land
my people are dancing
on the other wind.

Ursula K. Le Guin, TEHANU

EXILE

You take a step, then another
eyes closed, you ready yourself.
Will they come for you? So be it.
You will come for them.

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"The wronged maiden seeks revenge."

CHAPTER 1

The Nightmare Lands

ou are an exile: a teenage misfit who barely ekes by at society's edge. You grew up in a world that cast you aside and deemed you perverse. You learned to hide or fight, never able to live free.

Tough luck. Your misfortune led you down a wicked path and now you've been charged for a fatal crime and sentenced to death by exile in The Below: a nightmarish underside where tarnished souls like yours are sent to rot.

You've been disposed of and left unhurt. *Mostly*. But while those above think they've ridden themselves of you, you've resolved to escape. With nothing but a band of fellow exiles by your side and nothing left to mourn, you will cut across The Nightmare Lands and blaze a path back home no matter what it takes.

You shall prevail in your quest, die trying, *or worse*.

WHAT IS GOING ON?

By a combination of questionable decisions and terrible luck, you find yourself surrounded by a lamentation of exiles: an eclectic company of thugs and bandits who, just like you, have been banished to The Below—the folktale world of nightmare you've been sent to by means unknown.

Your game of *Exile* sees you tread across The Below in a desperate quest for escape. What you run from and to is different for each of you, but one thing is clear: it doesn't get worse than this.

⸸ YOUR CHARACTER

You play a brat at the fringes of society: a heretical scribe, a cowardly squire, a sewer rat. No matter your station, all of you have long failed to live up to the demands of your social order. Exile is simply the latest turn in an already pitiful, likely short-lived memoir.

- You mix and match backstories, items, and goals to create your own unique exile, then, you all get to decide the individual relationships and goals that tether you together as a group.

⸸ THE BELOW

The Below is a ghastly miasma of tormented spirits, heartless beasts, and the odd human or two that have managed to carve out some amount of power. No one has seen the entirety of this land and lived to tell the tale. If you're to escape, it will be by way of ill-conceived maps, dubious advice, and plain guesswork.

- The Below is an unknowable, ever-shifting patchwork of strange locations and weird types. As a world made of dream, it is always changing and shifting around your fears, memories, and longings. As you play you will also meet, clash with, and befoe its denizens: the Underdwellers.

⚕ WHAT DO YOU DO?

You sail the furious tides of the crimson sea with nothing but a cursed vessel and its dead captain to guide you. You scheme to steal the ogres' ancient tablet of spells, careful not to wake them from their slumber. You set up a makeshift camp and weep on a fellow exile's shoulder after a deadly duel with your long-lost friend.

- You alternate between two phases of play: Delves, when you risk it all to blaze a path forward, and Camp, when you play out fleeting moments of mishap and recovery with your fellow exiles.

⚕ THE RULES

Exile features a lightweight card-based system that encourages creative problem-solving, collaborative worldbuilding, and player-driven objectives.

As a coming-of-age story, play is grounded in emotion; the game revolves primarily around how the exiles grow from their trials and tribulations and how their relationships deepen and clash as a result.

- The primary mechanic is push-your-luck. You can often skip dice rolls if you have a cunning plan or accept a cost. Failure can always be traded for consequences.

- You orbit around the other characters in fraught relationships built on equal parts comradery and mistrust.

- You play to develop your character's arc, which advances as you resolve backstory-related cards and bear The Below's marks.

⸸ UNDERDWELLERS

Underdwellers are the creatures born to this realm or lost to it long ago. Underdwellers come in just about any form, from sly scarecrow to stoic centaur. Some Underdwellers talk, some don't. Some yearn for connection, others for blood.

- Underdwellers make up for most of the non-playable characters (NPCs) you meet during your game. For additional guidance on how to handle Underdwellers, see Underdweller Statblocks.

⸸ NIGHTMARES

The Below's horrors; vindictive elms, viscid shadows, all-knowing leviathans. While the human world constrains them, they reign free in The Below.

- Most things actively trying to kill you are Nightmares. They often shape the locations you explore—acting as anchors to the look, feel, and themes of a Delve. Some Nightmares originate from the exiles' own psyches, while others may reflect the human world's concepts and ideas at large.

⸸ THE GLOOM

The Gloom is the ghastly substance at the heart of The Below. Nightmares cast its blighting spell into everything and everyone that crosses into this realm.

- All things magical are tied to the Gloom in some way. Sorcerers draw from it for power. Landscapes shift and yield to its whims. Underdwellers carry its strangeness everywhere they go.

- The Gloom slowly transforms your exiles and the world at large during the course of your journey.

⸸ THE HUMAN REALM

The world that has banished you. In these pages, the human realm is depicted as medieval society vaguely inspired by western Europe, where magic may or may not exist.

- Regardless of tone or time period, one thing is always true about the human realm: you do not fit in. The values of the social order are always at odds with your characters' experiences and identities. So long as you follow this tenet, your exiles can originate from many different settings across many different eras.

HOW TO PLAY

To play *Exile*, you and a group of 2-4 friends sit down and slowly tell the tale of how your band of exiles clambers across The Below in search of a way back home.

Each of you creates and plays as one character each, save for the one player who embodies The Moon. Every time you sit down to play a game session, you mix a dash of role-play and dice rolls to unveil a story that no one knows in advance.

WHEN YOU PLAY AN EXILE...

You portray a disgraced outcast trying to make it out of The Below alive, no matter what it takes. Your role is to narrate your exile's thoughts and actions, unfold their character arc over time, and cunningly solve the problems The Moon swirls at you.

WHEN YOU PLAY THE MOON...

You role-play the many characters that inhabit this land and create situations and obstacles for the other players to contend with. Your role is to narrate interesting challenges, push the other players to develop their characters, and oversee the tone of the game.

HOW TO USE THIS BOOK

Read through the book once, especially if you intend on playing The Moon. Then, once you've gathered a group of friends around a table, follow the steps in Chapter 4.

From there on out, you will convene weekly for 2-3 hours at a time. This is called a "game session." *Exile* supports both single-session games (known as "oneshots") where your story begins and concludes in a single sitting, and multiple-session games. This is called "campaign play," and Exile supports campaigns of up to 12 sessions.

WHAT'S IT LIKE TO PLAY?

Play in *Exile* is divided into two phases: the Delve phase and the Camp phase. Each phase starts and ends at The Moon's discretion, who devises the better part of the world as you step forth.

DURING A DELVE... (page 62)

You blaze a path through a bizarre location filled with characters to meet, mysteries to unveil, and conflicts to defy.

- Accept Bargains and Roll the dice to progress.
- Use Item cards and rely on your fellow exiles' Faith tokens to gain an edge.
- Express your character's Undoings and shed Tears.
- Suffer Setbacks, Conditions, and Solar moves.

DURING CAMP... (page 63)

You bitterly rest and play out the mishaps that follow after a Delve: you lick your wounds, tend to your crumbling relationships, and patch up your tools before you resume your journey.

- Freely set scenes themed around how your characters pass the time.
- Replenish your hp, Item cards, and Faith tokens.
- Let go of your Tears to grow stronger.
- Search for new Items and trouble.

⚕ ROLE-PLAYING

Role-playing is like having a conversation: you loosely take turns speaking and, from your words, the world's sights, sounds, and denizens come alive at the table. The game's rules simply help to keep your conversation consistent, exciting, and unpredictable.

As an exile, you role-play by improvising your character's thoughts, feelings, and actions. The Moon, in turn, describes The Below, its Underdwellers, and the twists and turns your adventures take.

In practice, this means The Moon describes situations, and you—the exiles—come up with ways to react to them that feel true to your characters. Over the course of Chapter 2 and Chapter 3 you will learn the rules at your disposal for interacting with the game, regardless of what role you choose to play.

At any rate, don't concern yourself with aspirations of getting it all right in advance and instead embrace the act of learning through play. The game will support you even when you get a few things wrong or skip past mechanics you don't understand yet.

By the same measure, do not be fooled by roles: anyone can make suggestions on what a character thinks, what a place looks like, or what the next development in the story might be.

THE FINAL SAY

Navigate your conversations with care and respect for what everyone has to say. In a case of conflicting ideas, refer to each player's final say:

A PLAYER'S FINAL SAY

- What their exile does, thinks, and feels.
- Anything done to their exile.
- Anything related to their exile's backstory.

THE MOON'S FINAL SAY

- The look of a place.
- The actions of an Underdweller.
- Which Setbacks and turns are brought into the story.

If the fact that all players ultimately control what happens to their character sounds counterintuitive, see Safety in Play for more information.

PLAYER KNOWLEDGE AND CHARACTER KNOWLEDGE

As players, you often know more about the course of the story than your characters do. This is not a flaw, but a boon: you are expected to discuss story elements *out-of-character* whenever the need for it arises. You may want to start a rivalry with another player, or go to a certain location, or desire a certain detail of your exile's backstory to come up next session. Some of the game's rules explicitly encourage you to voice these kinds of wishes out loud. Embrace this dynamic and find fun in playing out *how* the story unfolds, rather than in wondering *if* the things you want to see in play will happen or not.

ADVICE FOR BEGINNERS

Whether you're new to this type of game or role-playing in general, keep in mind that it helps to...

· **Ask questions**. When a player narrates something, hone in on the details. *Where do you know that stranger from? What does your father look like?*

· **Collaborate.** Keep your ears open and build on each other's ideas. Be open to feedback and mindful of speaking time.

· **Speak boldly.** Invent things. Make voices if you want to. Say whatever comes to mind—everyone's here to have fun and uplift each other.

· **Go deep.** Don't wait for things to happen. Have character goals. Stir up trouble. Play to find out whether you survive the danger you've brought upon yourself.

· **Look out for one another.** Make sure no one is being weird or mean. Speak up if something isn't right.

· **Keep it messy.** Don't plan ahead. Let the rules help you figure out what happens next. Embrace improvisation as much as you can.

A GAME ALL YOUR OWN

Role-playing is a creative endeavor. As such, the rules ahead are merely guidelines to support your storytelling. Experiment with their bounds and, if there's something you don't like or understand, don't be afraid to change it. Prioritize rules that work for you and those you play with. Much like the exiles, you're beholden to no one.

⚘ SAFETY IN PLAY

Exile invites you to portray morally gray characters forced to make hard choices. In order to make the most of the experience, it's imperative that you create a safe environment that eases everyone into role-playing their emotions openly and sincerely. While it falls on The Moon to initiate a practice of safety in play, all players should have a hand in fostering it. Here's how:

USE SAFETY TOOLS

Safety Tools are out-of-character mechanisms that aid you in creating a comfortable atmosphere. They identify subject matters you don't want to engage with (like "no racism" or "no eye injuries") and provide strategies to re-chart the course of the story when needed. More than a set of mechanisms, Safety Tools are a mindset, as they encourage you to prioritize each other's well-being. For the specific Safety Tools *Exile* employs as part of game setup, see Chapter 4.

The key piece to understanding Safety Tools is that they exist outside the game's rules. While your characters are meant to contend with The Below's disturbing cast of characters and locations, if a *player* feels uncomfortable about an aspect of the story to the point that they stop enjoying the game, you should adjust the game to skirt around that particular element–no questions asked.

Anything that gets flagged before or during a game can be replaced by something equally horrific, twisted, and troubling that does not push someone into a distressing state of mind.

BELIEVE THE PREMISE

This is a fantasy-horror story where you hopelessly take on impossible odds. Your characters, resilient as they are, are not impervious to the hopelessness of their situation. As players, you mustn't shy away from the angst inherent to play: lean into your characters' pain, push them to their doom, and regret your choices once it is far too late for apologies.

SHARE THE BURDEN

The Moon shouldn't shoulder the weight of portraying a terrible world all by themself. Embrace the darkness of the setting in your characters' actions and curate the tone of the story together.

EMBRACE LEVITY

While this story warrants gravitas, you must also afford each other the opportunity for folly. Otherwise, you risk burning out on the game altogether. In fact, you may find challenging scenes hit harder once you've allowed yourselves to taste fleeting moments of joy. Worry not: if you play by the rules, tragedy always strikes in due time.

QUESTIONS & ANSWERS

Example of Play

Hendrik and Riley find themselves at the decisive moment of their Delve through The Crumbled Fist, a mountain range filled with giants.

MOON: Guys, you see one of the mountain giants blink its eyes open and detach itself from the rock that binds it. As the boulders fracture, its shape comes into view: thirty feet of solid, muscular rock. Trees and bushes come along for the ride, crowning its shoulders. I think you even spot the odd creature or two skulking about the ridge of its nose.

MOON: Oh, and he's coming right towards you. He's bound to notice you.

RILEY: Oh God…Is there any way we can go unnoticed? What if we hide behind the bushes before he spots us?

MOON: Totally! He's real sleepy, so you have enough time to hide before he actually sees you. Here's my Bargain, though: while the giant will not take notice of you, he will take notice of a beautiful flock of herons wading along the seashore…and cannonball into it.

RILEY: I think I'll take it! How bad could it be?

HENDRIK: I see you grinning, Moon. What's the catch?

MOON: Well, it's just that giant's weight will create waves so destructive you are likely to splatter down the beach and drown.

RILEY: I still think that beats being noticed. Deal.

MOON: It's settled, then! The giant leaps and you see the crimson-colored waves close in over your heads—like a wolf's jaws about to engulf you whole. How will you avoid the imminent wreckage?

HENDRIK: (*Shuffles through his Item cards.*) I've got an idea. My Glass Shield...it says it can deflect anything but steel. Does a seismic sea wave count as anything?

MOON: It very much does. Surfing the sea waves! That's really smart. I'll think of a Bargain for that...but first! I'm curious, Hendrik: how did you find that shield in the first place? Was it something you brought with you from the human world, perhaps?

HENDRIK: Actually...no. I think I found it just after arriving to The Below. Maybe it was a trade of some sort with an Underdweller... like an imp? Anyway, I offered it something and got the shield in return.

RILEY: Wow! What did you offer?

HENDRIK: Ah...my hair? Haha, yeah, why not! I think that's what it was.

MOON: Incredible. So this hooded, wrinkled creature approached you, asked for your hair, shaved your head clean, and then gave you the Glass Shield in return. Let me put that in my notes before we continue...

⸸ QUESTIONS & ANSWERS

One of the primary ways you carry the story forward is by exchanging questions and answers. Your shared world only gets more interesting the more you build off of each other's ideas, so make it a habit to ask each other follow-up questions. You will often be surprised with how much more detail you can get out of a scene that way.

Take the previous example: here, a simple question from The Moon was enough to spin an entire off-screen side story. On one hand, this enriches the game by weaving interesting details into the scene. On the other, it creates opportunities for new characters, situations, and locations to arise later on. Now that the players have brought the imp into the world of the game, they could wish to seek it out anytime or The Moon could include it as part of a future Delve. Ask questions frequently and you will open up all kinds of new possibilities for the story.

ON COLLABORATIVE STORYTELLING

Exile does not ascribe preconceived lore you must abide by. While you establish the broad strokes of the setting when you sit down to play for the first time, the devil is in the details. Such details are for you to build, session by session, by casually asking each other questions like "Where did your character learn this?", "Where did you hear that folk song?", and "Who gave us this map?"

Don't fret if this sounds overwhelming. At first, it may seem daunting to create a coherent story without planning ahead. However, once you gain momentum after a session or two, making an overarching narrative from connections between characters, events, and plots not only becomes easier, but unavoidable.

"The pariah finally breaks free from the chains that bind him."

CHAPTER 2

Exiles

ronged and cast aside, you're an older teen–otherwise known as an exile. Regardless of circumstance, one destiny unites you all: you've refused to bow to the norms upheld by your world and have dearly paid the price.

You may long for a quiet life above where you can simply be. Or perhaps a chance to create a better world than the one you've lived, or even a path of vengeance towards those that have wronged you. No matter—the Gloom will whisper to you all the same, daring you to inflict back the pain that burns in your veins. *What will it be, then?*

PLAY AN EXILE TO...

· Develop heart-wrenching bonds with your newfound kith.

· Be surprised by how The Below changes you, guided by your flaws, fears, and goals.

· Develop ingenious plans to survive The Below's dangers session after session.

· Find out whether you prevail in your escape, or give in to your darkest self.

AS AN EXILE, YOU CAN ALWAYS...

₪ Say out loud what your exile thinks, does, or feels.

₪ Attempt a risky action that puts your exile in danger.

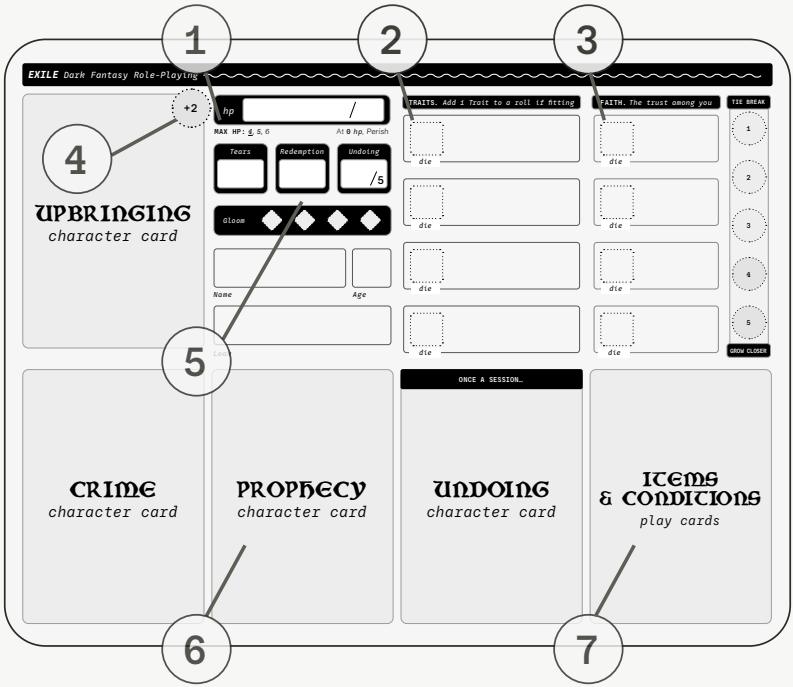
₪ Talk in-character with the other exiles or Underdwellers.

₪ Ask The Moon or the other players questions about the scene.

₪ Use your Item cards or activate your Undoing card.

THE CHARACTER SHEET

Exile's character sheet holds Item cards, dice (D4, D6, D8), tokens, and pencil notes.



1. *Hit points*. Hold onto them or *Perish*. (p.28)

2. *Traits*. Use Traits to gain an edge on dice rolls. (p.28)

3. *Faith*. A measure of how much you're trusted by your fellow exiles. (p.30)

4. *Inspiration*. Record any Inpiration you hold here. (p.38)

5. *Tears*, *Redemption*, *Gloom*. Campaign-specific currencies. (p.32)

5. *Upbringing*, *Crime*, *Prophecy*, *Undoing*. Character-defining cards that stay on your character sheet. (p.28)

6. *Item cards*, *Conditions*. Cards that go in and out of your hand. (p.29, p.33)

⚘ CARDS

Exile features two types of cards: character cards and play cards. Character cards (Upbringing, Crime, Prophecy, Undoing) stay with you for the entire game, whereas play cards (Item cards, Conditions) change over time.

To get started, download the print-at-home kit, cut the cards out, and shuffle them into a pile to play. Alternatively, go to Appendix B and write down the cards' contents on blank index cards.

CHARACTER CARDS

> Your exile starts with 4 character-defining cards: Upbringing, Prophecy, Crime, and Undoing. While these bear little mechanical impact, they help you fill in the blanks of your exile's backstory.

℘ Your **Upbringing** card defines where you come from. It sets 2 of your starting Traits and 1 of your starting items.

℘ Your **Prophecy** card is your character's overarching objective. Each Prophecy has you shed Tears in a unique way and, once fulfilled, earns you 2 Redemption. There's no set way to advance and resolve a Prophecy—discuss the details with The Moon to decide.

℘ Your **Crime** card describes the heretical act that got you exiled to The Below. It sets your last starting Trait.

℘ Your **Undoing** card describes your character's fears and struggles. Each Undoing has a unique trigger, which, when activated, earns you 1 Tear and +2 on your next roll. Once activated enough times, you ultimately get to resolve an Undoing in a way that makes sense for your character—discuss the details with The Moon. Resolving an Undoing earns you 2 Redemption.

⚘ HIT POINTS

Start the game with **4** hp.

Hit points or "hp" measure how much harm your exile can take before faltering. Whether the damage is of emotional, physical, or mental nature does not matter: it all falls under hp.

- If you bleed down to 0 hp, or otherwise suffer a fate no mortal would survive, you must Perish. (p.40)

⚘ TRAITS

Start the game with **3** Traits.

Traits are aptitudes your exile is good at or knowledgeable about. When you Roll the dice, you get to add a Trait. Every Trait has a rating of D4, D6, or D8.

- Over time, you get to swap lower-rated Traits for more powerful (yet specific) talents.

> Olympia Rolls the dice in an attempt to take control of the Bleeding Armor she's put on. She has four Traits: Arcane (d4), Perusal (d4), Lure (d4), and Balance (d6). Arcane seems to be the only one that makes sense for the situation...but Olympia also argues for Balance. She thinks that overtaking the armor's raging aura demands careful footing—a spiritual dance between the armor's will and hers. The Moon loves her inspired take on the action and allows it, so she rolls two dice: one d4 for her base die and, since both Arcane and Balance apply, one d6 for Balance, as it's the highest.

⚘ ITEM CARDS

Start the game with 2 Item cards: one from your Upbringing and one of your choice.

When it makes sense, simply say you're using one of your items. If nothing or no one is preventing your action, *just do it*. However, if there is a risk associated with using the item, you must accept a Bargain or Roll the dice.

ITEM TYPES

There are three types of Item cards: Utilities, Trinkets, and Weapons.

· **Utilities** are mundane tools you've brought with you or found in the wastes of The Below.

· **Trinkets** are strange artifacts that have somehow become bewitched by the Gloom-they each possess a magical effect.

· You use **Weapons** primarily for Rolling the dice with Bloodshed. (p.37)

ITEM LOAD

You can carry a total of 3 items at once. Exhausted items (p.38) still count towards your load total.

ITEM
Something Alight
A candle, a torch, a firecracker.
UTILITY
A.3
You can hold up to 3 Item cards.
Block 1 TRAIT each to carry more.
EXHAUST AN ITEM FOR +2 ON A ROLL

OVERLOADING

If you wish to carry over 3 items, Overload your hand by blocking 1 Trait for each additional item you carry. You cannot roll a blocked Trait's die until you let go of the extra weight.

⚘ FAITH TOKENS

> A set of currencies you exchange with the other players over the course of a session.

Faith tokens symbolize the trust your fellow exiles have placed in you. Earn Faith when you convince another player to hand their tokens to you. In turn, use the tokens you've earned to Shield and Rage, or hold onto them to Grow closer.

- You typically earn Faith when you Bolster or when you End the session. Place any tokens you've earned on the right side of your character sheet.

- At the start of the game, pick 5 uniquely identifiable tokens to represent your exile. Use scrap paper, game pieces, or any other small object, so long as each player's set is clearly distinguishable.

₪ FAITH DIE

Independent of your token count, each of your relationships is represented by a shared Faith die (a `D4`, `D6`, or `D8`). Your Faith die goes up or down every time you Grow closer or Break ties, respectively.

- You add a Faith die to dice rolls when someone Bolsters you.

- Unlike with tokens, the Faith die between two exiles must always match.

₪ TOKEN FLOW

- You cannot earn more than `1` Faith token at a time.

- You can hold tokens from several players at the same time, but you cannot place your own tokens in your Faith track.

- When you earn Faith from another exile, their token stays in your track until your Grow closer or Break ties.

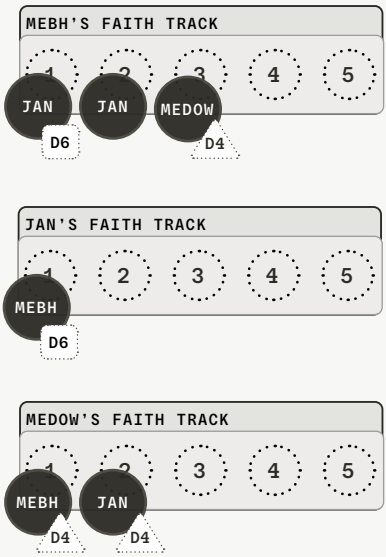
₪ GROW CLOSER

When you fill all 5 slots of your Faith track, pick 1 exile to open up to and share an intimate scene with them. Then, earn 1 Redemption and increase your shared Faith die to the next size. After you Grow closer, return all tokens in your track to their respective owners.

> Mebh has 3 tokens in her Faith track: 2 from Jan and 1 from Medow.
>
> Last Camp, Jan Grew Closer to Mebh by sharing a scene where they roasted a lizard for dinner, which increased their Faith die to a d6.
>
> Meanwhile, Medow's relationship with Mebh isn't doing so hot: she only has 1 token from her and she's about to burn it as she prepares to Rage...

₪ BREAK TIES

If you empty all the slots of your Faith track, pick a fellow exile to have a fight with and lower your shared Faith die. You cannot Bolster nor exchange tokens until you "Catch your breath" during Camp.



⸸ TEARS, GLOOM MARKS & REDEMPTION

These three currencies set the pace of character advancement in a campaign game.

₪ TEARS

> The pain that wells up inside you as you contend with The Below's terrors.

Tears are akin to "experience" in other games. You shed Tears every time you miss a dice roll, activate an Undoing card, or fulfill your Prophecy card. To make use of your Tears, "Weep" during Camp.

₪ GLOOM MARKS

> The Gloom's toll on all who journey The Below, slowly claiming you as one of its own.

Every time you Perish by bleeding down to 0 hp, fill 1 Gloom mark (◌) on your character sheet. If you run out of slots, you become a Nightmare. (p.40)

₪ REDEMPTION

> Fate's tally—accumulate Redemption over the course of a campaign. You will find out what it's for at The Journey's End.

Redemption (¤) only comes into play when you end a campaign by triggering The Journey's End. Earn Redemption when you...

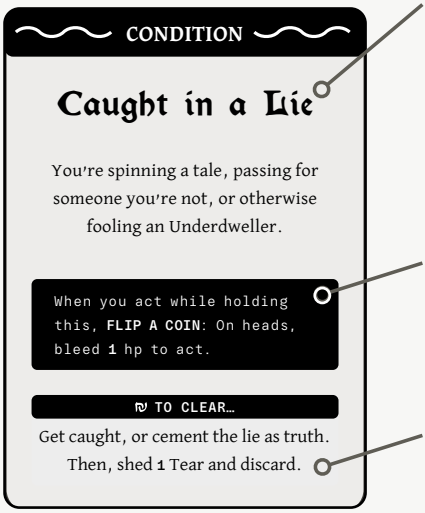
- Grow closer to another exile.
- Fulfill a Prophecy card.
- Resolve an Undoing card.
- Meet an end-of-session Dare.

⚘ CONDITION CARDS

Hindering cards you must overcome and clear during the course of the game.

Conditions are themed consequences that punctuate the short-term Setbacks you face during a Delve. They are handed out by The Moon when you miss a roll or accept a Bargain.

Every Condition can be removed in one of two ways: by meeting its clear trigger while the current Delve is still ongoing or by triggering "Lick your wounds" during the next Camp phase.


CONDITION
Caught in a Lie
You're spinning a tale, passing for someone you're not, or otherwise fooling an Underdweller.
When you act while holding this, FLIP A COIN: On heads, bleed 1 hp to act.
TO CLEAR…
Get caught, or cement the lie as truth. Then, shed 1 Tear and discard.

Each Condition has a broad description of the nature of the situation; The Moon gets to pick the most appropriate one based on the roll you've missed.

While each Condition is themed around a different problem, they all impose the same coin-flip penalty

If you meet a Condition's clear trigger during a Delve, discard the card immediately. If the Condition carries out to the Camp phase uncleared, "Lick your Wounds": The Moon will help you set a scene that makes sense for clearing the Condition.

DOING THINGS

> I go under the mud and strangle the Shrike with my rope. I lock eyes with Jaeris and ask "Is there perhaps another way?" I slide down the skeleton's monumental rib, repurposing my shield as sled.

To do something, simply say it out loud. Give yourself permission to speak with confidence. The Moon will say what happens in return. Most of the time, they will say "Yes, you do just that." or "Sure, you can do that, but there's a catch."

₪ JUST DO IT

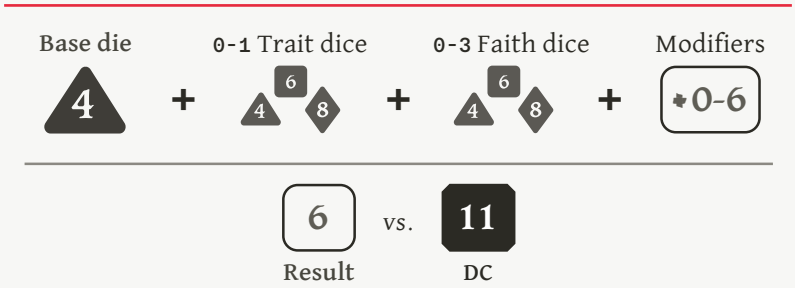
When a rule tells you to *just do it*, it means that the action you want to take entails no mechanical cost. You may instantly accomplish your goal by saying out loud how you do it.

₪ BARGAINS

> You can reach the door in time to face Aska, but must Exhaust your Bag of Stardust. You can lie perfectly still and avoid notice, but must bleed 1 hp: the whychwood thorns pierce your feet! You can convince The Hollow to join forces, but they'll betray you sooner or later.

Bargains are simple trade-offs The Moon can offer before any roll. If you accept a problem or penalty of their choosing, you immediately succeed at what you set out to do. Accepting a Bargain always introduces some complication into the story: you get into more trouble, break your gear, get bruised, and so on.

You can always refuse a Bargain and Roll the dice instead.



ROLL THE DICE

When you turn down a Bargain and instead choose to test your luck, say what you intend to accomplish. Then…

1. **CHOOSE A RESOLVE:** Approach the challenge with Prowess, Knowledge, or Bloodshed. The Moon will tell you the DC.

2. **GRAB DICE:** Take 1D4 for pitiful luck, 1 Trait die if it applies to the situation at hand (p.28), and 1 Faith die for every exile that has chosen to Bolster you (p.39).

3. **MODIFIERS:** Add +2 to your final result for each that is true:
   - ₪ You Exhaust an Item card (p.38)
   - ₪ You use Inspiration (p.38)
   - ₪ You activate your Undoing card

4. **ROLL THE DICE:** Then, add up all the results plus modifiers:
   - ↗ If you roll over the **DC**, you succeed. *This time*.
   - – If you match the **DC**, you succeed but face 1 Setback.
   - ↘ If you roll lower than the **DC**, shed 1 Tear and choose: you don't do it and face 1 Setback, or you succeed at the cost of 2 Setbacks.

After rolling, The Moon tells you what happens next: if you roll higher than the DC, then you accomplish what you set out to do with no strings attached. However, the lower your result, the more Setbacks you must contend with.

⚘ DIFFICULTY CLASS

On every roll you make, The Moon sets a target number you must hit to achieve your goal: 7, 9, 11, or 13. DC cautions whether your exile is on top of a situation or making a desperate attempt to seize their goal. You always know a roll's DC prior to rolling.

7 DIFFICULTY: DARING

You strike a deal with an Underdweller. You pass off as a member of The Sundown Troupe. You climb a wall full of whychwood thorns.

You face a challenge; you take a chance. A daring roll is always dangerous, but roughly within possibility.

9 DIFFICULTY: PERILOUS

You duel a human knight. You cut across the abyss in your paraglider. You surf downhill on the frozen peak.

You step into danger; you are at a disadvantage. A perilous roll is not in your favor, but still barely within reach.

11 DIFFICULTY: DEADLY

You shoot an arrow in pitch darkness. You conceal the truth from a lie-sniffing hound. You take on a seasoned warlord in hand-to-hand combat.

You are outmatched; you are in over your head. You are unlikely to overcome a deadly roll unless aided by great planning or fortune.

13 DIFFICULTY: DOOMED

You escape death from a towering Mountain Giant. You assail The Broken Hearth. You swing yourself onto a primordial Nightmare.

You are insignificant; you might as well die. A doomed roll is often reserved for surviving great danger rather than overcoming it.

⚘ RESOLVES

When you Roll the dice, you choose a Resolve that broadly describes the type of action you're taking. Resolves are merely guidelines. While The Moon should generally tailor the Setbacks and accomplishments of your roll to the Resolve you've chosen, it is ultimately their choice how to best go about it.

₪ PROWESS

> I close my eyes and attempt to calm down the accursed mare as it charges at me.

Use Prowess when you take a sizable risk to survive or prevail.

When you ↘DC, you get into more trouble: the situation gets worse or you face a tough choice. When you –↗DC, you perform the feat you set out to do without faltering.

₪ KNOWLEDGE

> I quickly skim through the forbidden tome. Do I find anything on how to perform the ritual?

Use Knowledge when you nose about for answers.

When you ↘DC, you miss your chance or are exposed to danger. When you –DC, you get a truthful, yet unnerving answer from The Moon. When you ↗DC, ask 1 follow-up question.

₪ BLOODSHED

> I thrust my growing fangs into the blueing flesh of the Children of Torment.

Use Bloodshed when you stand ready to seal a foe's death.

When you ↘DC, you're wounded or cornered. When you –DC, you deal weak (1), severe (2), or deadly (3) damage at The Moon's discretion. When you ↗DC, you deal a fatal wound.

IMPROVING YOUR CHANCES

You can improve your chance of success by taking additional actions before you Roll the dice. You may take any number of additional actions in a single roll, but only once each:

GAIN INSPIRATION (+2)
The Moon awards you Inspiration when you come up with a cunning plan that takes everyone by surprise. Hold onto it and use it to add +2 to a future roll.

· You must say you're using your Inspiration before you Roll the dice.

> **MEBH:** I want to use my Bismuth Bell to slow down time around me. By making the Red Silk move slower, I'll get the chance to counterattack!
> **MOON:** Wow! That's real smart. Neutralizing the assassin's speed altogether—I'm awarding you Inspiration for that. Do you want a Bargain for the counterattack?

EXHAUST AN ITEM (+2)
Willingly Exhaust one of your Item cards to add +2 to your next roll. In order to Exhaust an item, it must help you achieve your action in some way.

· Exhausted items stay in your hand but become broken, depleted, lost, or otherwise unusable. Remove Exhaustion from an item by taking the "Lick your wounds" Camp action. You may also choose to discard the card.

> **MEBH:** I'd rather roll. I'll take 1d4 for pitiful luck, +2 from the Inspiration you just gave me, and another +2—I want to Exhaust the Bismuth Bell.
> **MOON:** Very well. The DC is 11, so you'll need all help you can get.
> **DHRUV:** 11 is pretty high! I want to Bolster.

BOLSTER (+1-3D)
Bolster to set up a fellow exile for success: describe how you put yourself in danger and bleed 1 hp. The exile you target adds your Faith die to their roll. They may choose to award you 1 Faith token in return.

· Remember to be specific: in order to help, you must come up with a plausible method or plan.

· Several players can Bolster on the same roll, but no more than once per player.

> **MOON:** Totally, Dhruv. What are you doing to help?
> **DHRUV:** Once Mebh counter-attacks, I want to restrain the Red Silk from behind.
> **MOON:** Sure. That's -1 hp for you and an extra d6 for Mebh.
> **MEBH:** I rolled a 2 and a 5. That Faith die came in clutch!
> **MOON:** By the skin of your teeth! But while you deflect, there's a Setback: you will become "A Target of Attention..."

SHIELD (BLOCK DAMAGE)
After a roll, cancel any Setbacks The Moon has dealt you by choosing another exile and removing all of their Faith tokens from your track.

· In order to Shield, you must somehow oppose, betray, or fight the exile whose Faith you're giving away.

· The other exile needn't suffer the consequence you escaped, though they might if it makes sense for the situation at hand.

> **MEBH:** I want to Shield from that. Sorry, Dhruv, but I will burn your tokens...My character shouts "Get out of the way! You are only making it worse..."
> **DHRUV:** Damn, Mebh. That's cold. What does this mean for me, Moon?
> **MOON:** Your attempt to restrain the Red Silk is successful. As Mebh slips away, the assassin's attention falls on you...I think you get that Condition instead of Mebh, Dhruv.

SPECIAL ACTIONS

On top of gain Inspiration, Exhaust an item, Bolster, and Shield, there's two more actions you can take during a Delve: Rage and Perish. While Rage can be willfully activated anytime by anyone, Perish only comes into play when an exile bleeds down to 0 hp.

RAGE

When you must achieve an objective and will not take "no" for an answer, Rage to *just do it*—brashly and violenty. Which of your allies do you hurt in the process?

- You can Rage at any time. To do so, say how your character's inner demons break loose. Then, burn 3 Faith tokens and bleed 1D4 hp +1 for each Gloom mark you bear.

PERISH

When you bleed down to 0 hp or otherwise suffer a fatal wound, you must meet death. Choose 1 outcome:

- **You lose the grit to go on.** Your exile disappears with the morning breeze, goes out in a blaze of glory, or meets a peaceful end—your choice.

- **You carry on.** Rip apart whatever stands between you and survival. Then, bear 1 Gloom mark or lose 1 Redemption. Your exile faints shortly after and awakens at the next Camp, *changed*. If you fill all 4 Gloom mark slots in your character sheet, you become a Nightmare: describe how you come to haunt The Below and permanently remove your exile from play.

GLOOM MARKS Every time you choose to bear a Gloom mark, describe an otherworldly feature that arises in your exile. *How do they come to resemble the world around them?*

"The runaway sailor attempts to save their shipmate in vain."

CAMP ACTIONS

When you Camp, you deal with the aftermath of your deeds and play out recovery scenes. Things slow down during Camp. Loosely set scenes as you take up to 2 Camp actions each. You can always "Weep" for free.

₪ CATCH YOUR BREATH

When you join 1-3 fellow exiles to relax or make yourselves useful, collectively set the DC based on the mood. Then, every player Rolls the dice individually: **1D4** for pitiful luck, **1** Trait die if applicable, and **1** Faith die for every player present in the scene. If you **↗DC**, choose 2 outcomes. If you **–DC**, choose 1. If you **↘DC**, choose 1 still, but you act clumsy, awkward, or resentful.

· Choose an exile present in the scene and earn **1** Faith token from them. Make up if you've broken ties.

· Replenish **1** Item card: it is no longer Exhausted.

· Shed **1** Tear or replenish **1D4** hp. What makes you feel hopeful?

₪ LICK YOUR WOUNDS

When you seek the appropriate help to replenish all hp, repair an Item card, or resolve a Condition, choose 1 outcome:

· The help comes with strings attached. You must fulfill a condition next Delve, *or else*.

· The help demands a sacrifice of something you cherish.

· The help hurts someone: lower your highest Faith die.

♒ FIND WHAT YOU NEED

> When you prowl about in search of help, an item, or an answer, choose 1 outcome:

- You find exactly what you were looking for, but in the process unearth a new threat or stir an old enemy. Who?

- You find something similar enough. The Moon will tell you how it differs from what you asked for.

- You find something that exceeds expectations beyond your wildest dreams, but must silence its keeper or put the entire party at risk. How?

♒ WEEP

> When you find a quiet place or a trusting shoulder to cry the tears you've been holding on to, let go of them to do any number of the following. How does your pain bear your boon?

`-2 TEARS`: Record a new d4 Trait.

`-2 TEARS`: Draw 1 Utility, 1 Weapon, or "Something New" from the Item deck.

`-3 TEARS`: Draw 1 Trinket or "Something Strange" from the Item deck.

`-4 TEARS`: Swap an old Trait for a new one of equal value or 2 Traits for 1 of greater value.

`-4 TEARS`: Add +1 to your max hp, up to a total of 6.

`-5 TEARS`: Earn 1 Redemption.

Example of Play

Sily and Victor delve The Scorched Springs in the hopes of scavenging the deathbed of the ancient dragon Jaeris. They are after the wyrm's scales, as the players have previously established they are said to cure the Gloom's effects.

To make things more interesting, The Moon offered an additional side objective at the start of the Delve: retrieving the legendary Heart-Striking Quill. The exiles gladly accepted and, upon arrival at the monster's lair, The Moon reveals a glinting sparkle coming from the inside of Jaeris' snorting mouth. Could it be the hellish weapon...? Before the players can decide what to do, the beast's muscles suddenly flinch, and a sickly roar shakes the walls of the volcanic core the dragon dwells in. The Moon just used one of her Solar moves to launch Jaeris into a last dying attack!

MOON: Victor, you see Jaeris' colossal jaws snap open. Each of the dragon's spine-chilling teeth span the size of your entire body. Are you sure you want to—?

VICTOR: Oh, you bet I am. There's only way in, and it's through those jaws!

MOON: Very well. To make this quick, I'll offer you a Bargain: since you're at a close distance and can leap down from the entrance you came in through, it's easy to be engulfed by Jaeris. The challenge lies in avoiding being pierced by its teeth. What if we say you can make it inside, but bleed 1d4 hp in the process?

VICTOR: Sure, I accept. That will be...-2 hp for me.

MOON: Cool! So you launch yourself inside the dragon's snout, avoiding its impaling fangs as you duck under its tongue. You look through the festering whirlpools of acid surrounding you, and quickly notice a pearled shine coming from a rusted spear... You've found the Heart-Striking Quill!

VICTOR: Right. I walk forward, trying to cover my mouth with a piece of cloth—I'm guessing the stench is pretty terrible in here. Then I grab the spear and shout at the top of my lungs to Lily "I've got it!"

MOON: You immediately sense the weapon shudder eerily as you lift it off its pedestal of flesh.

VICTOR: Eww...

MOON: How do you plan on getting out of here, anyway?

VICTOR: Believe it or not, I've actually got an idea. Remember the sack of urns I stole from Ambrosia at the start of the session? I'm going to empty those all over Jaeris' nose and get out of here by making it sneeze!

MOON: Oh lord. Why is that such a great idea? I hate how good it is! Definitely earn Inspiration from that. Do you want a Bargain or would you rather Roll the dice?

VICTOR: I'm going big with a dice roll. What is the difficulty?

MOON: According to Jaeris' statblock, it's 11. Pretty high! That said, you're really turning the situation around with a great plan and you've got the tools for it, so on top of the Inspiration you could also Exhaust the urns, which I assume you want to do anyway.

VICTOR: You bet! I'm throwing them all over Jaeris' nasal cavity one by one, as if they were bombs. Let me see how many dice I'm actually rolling... 1d4 for pitiful luck and maybe... 1d8 for Traps?

MOON: Totally. So that's two dice, plus a +4 to your result from the modifiers.

LILY: By the way, Victor, how do you plan to land once you get out of Jaeris? If you jump out through its mouth, you're not going to survive the fall to the ground of the lair.

VICTOR: I... didn't think that far ahead. But ideas are welcome.

LILY: What if I try to catch you as you fall? I could probably get close enough with my Deathwish Broom.

MOON: For sure. Let's just resolve this action first and move onto that next so you can get more of the spotlight, Lily.

VICTOR: Okay, I'm going to roll... A 4 and a 3. Makes 11 when you add in the +4 in modifiers. Woo!

MOON: Fantastic. After saturating Jaeris' mouth with ash, the dragon prepares for a big sneeze... and, Lily, you see how Victor is spit out into the air, completely enveloped in a cluster of saliva.

LILY: Great. Now it's on me to catch the fool before he falls to his death, though.

VICTOR: Sorry. But I trust you!

MOON: And I've still got a move of my own to make, as that match still entails a Setback. Let's see here...

ON ROLLING THE DICE…

In this example, Victor decided to take a Bargain to get inside Jaeris' mouth. He was motivated by a desire to save session time, as well as by the tacit decision that the inside of the mouth and finding a way out of it were the most interesting parts of the scene.

- Could this have gone the opposite way around? A dice roll to get in and a Bargain to get out?

- If time had been even shorter, could the entire scene have been resolved by a single roll? Or even as a single Bargain?

- If the group had decided they really wanted to explore the monster's insides, could have they made it farther than just the mouth? Maybe making a Crescent for escaping out of Jaeris alive?

"The sorceress prepares her next spell."

CHAPTER 3

The Moon

As The Moon, you're tasked with guiding the other players through the story. Most importantly, it falls on you to help everyone have fun at the table. While there is considerable responsibility associated with this role, remember you are not above the other players' authority. Even when you make calls on what happens next, always do so from a place of respect for the other players' ideas.

PLAY THE MOON TO...

· Pen a vibrant world of dark fairy tale and twist the exiles' fears into nightmarish reality.

· Be constantly surprised by the exiles' actions as the tale unfolds before your eyes—for they contribute to the story just as much as you do.

· Portray flawed antagonists that reflect the exiles' hurt and force them to struggle with difficult choices.

· Push the exiles to the very edge and watch them overcome the challenges you present them in ways you would have never foreseen.

RUNNING THE GAME

Whether you're new to running this type of game or role-playing in general, keep in mind that it helps to...

- **Ask questions.** Build on the answers. Let curiosity drive the game forward.
- **Don't plan ahead.** Allow the story to emerge organically. Create situations rather than plots.
- **Be transparent.** Ask "What do you think?" You needn't have an answer for everything.
- **Be mysterious.** Surprise the players. Veil some of your actions with uncertainty.
- **Ask questions of specific players.** Give them opportunities to establish worldbuilding.
- **Keep pace.** Ask "Should we move on?"
- **Pass the spotlight.** Give everyone a chance to shine. Let the narration be collaborative.
- **Be honest.** Voice your own wishes. Scenes you want in the game are just as important.

⚘ CORE RESPONSIBILITIES

When you decide to run the game, these are the primary responsibilities that fall upon you. The following do not cover all tools at your disposal (like making Crescents, triggering Solar moves, and so on), but if it's your first time with the game, focus on these key pillars first:

- **Curate a welcoming environment** that empowers everyone to be creative and vulnerable together.
- **Decide what happens** next in the story, keep the narrative consistent, and arbitrate which character actions are feasible and which aren't.
- **Create situations** for the players by Setting Scenes.
- **Come up with Bargains** when a player shares their next plan.
- **Set Difficulty Class**, follow through **Resolves**, and come up with **Setbacks** when a player Rolls the dice.
- Set the pace of the game, trigger **Session moves**, and decide when to end a scene and start a new one.

ADDITIONAL ACTIONS

Once you've mastered the basics, you may also keep an eye out for...

- Opportunities to award Inspiration when a player devises a cunning plan.
- The chance to make a Reaction roll to spice things up by leaving things to chance.
- Overarching challenges that may be best represented as Crescents.
- Lulls in play you can fill with a Solar move during a Delve or an Eclipse move during Camp.

⚘ AWARDING INSPIRATION

Rewarding the exiles for their narration and cunning is just as important as creating problems for them to solve. You may award a player Inspiration anytime they come up with a smart way to approach a problem.

⚘ REACTION ROLLS

Resort to rolling a Reaction to inject chance into how an Underdweller handles a situation or how a specific event in the story comes about.

ROLLING A REACTION... Grab a **D4** if the outcome is unlikely, a **D6** if it's uncertain, and a **D8** if it's likely. Then, Roll the dice. On a **4+**, the outcome comes to fruition.

> **MOON:** You can send your murder of crows to try and distract The Wretched Army. I'll make a d6 Reaction to see if they buy into it.

> **MOON:** The Dredgeblades ambush you with crossbows! Let's have each of you roll a d4 reaction to see who gets hit.

⚘ ACTING AS A GROUP

When all exiles struggle together to beat a challenge, choose one:

- Offer a Bargain for the entire group. The cost affects them all.

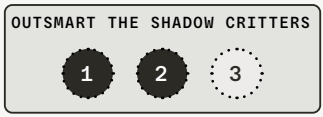
- Whoever has participated the least in the session Rolls the dice on behalf of everyone. Setbacks may affect any or all exiles.

- Make a group roll. Every player present can contribute a single Trait die. All players can add **+2** to the roll by Exhausting their items as usual. You can award Inspiration to the entire group. No one can Bolster.

⚘ CRESCENTS

Crescents are ways to keep track of events the group wants to achieve or avert. Make a Crescent when the exiles desire to keep tabs on a knot of the story that can't be resolved in a single action or, as The Moon, when you want to instigate pressure on the rest of the players.

MAKE A CRESCENT CARD by drawing 3 circles on a piece of paper and agreeing on what will happen if it is completed. Every time it feels right, fill 1 circle. If you fill all circles—be it because of the exiles' efforts or lack thereof—what you agreed upon happens.



₪ PROGRESS CRESCENTS

If the Crescent is tracking the exiles' progress, segments often advance as the result of a successful roll or Bargain.

> Mebh successfully sways the The Red Silks from pillaging their caravan. She argues that this counts towards the "Gain the Red Silks' trust" Crescent, so The Moon advances it by 1.

₪ DANGER CRESCENTS

If the Crescent is tracking a danger's approach, segments often advance as the result of a Setback.

> Moog misses her roll to successfully sneak into The Broken Hearth's pillars. As a result, The Moon decides to advance the "Wulfynn unleashes her pack of hounds" Crescent.

GUIDANCE

Knowing the rules of a game is but the basis of a successful play session. The key ingredient is experience. *Gut feeling*. While *Exile*'s rules support you in telling its story with as little experience as possible, below is a collection of useful advice on running the game if you find yourself in dire need of guidance. To best complement this reading, you should also observe how other game masters go about the art of running a game session.

⚸ SETTING SCENES

A scene is a situation you put the exiles in to spur them into action. One of your primary roles as The Moon is to set interesting scenes, thus forcing the players to interact with the world. A game session is usually divided into scenes. Each scene can last anywhere from 15 minutes to an hour.

> **MOON:** You and Josiah go into the woods in search of something to eat. You prowl about the flora and, as you try to discern the toxicity of a berry you've found, you hear clumsy steps coming from behind. You crouch behind a bush, peek with one eye, and see the two-headed ogre from earlier. "Are you guys there?" she asks. Now what?

HELPING PLAYERS SET SCENES

Unlike you, the other players have the luxury of only setting scenes when they feel up to the task. An experienced player may find scene-setting an intuitive endeavor, but less bold players should also be given the chance to meaningfully contribute to the story. If you see someone struggling to paint a scene, guide them through it with clarifying questions: *What does that look like? How does that make your exile feel? What if...?*

INTERESTING SCENES SHOULD...

- **Demand action from the characters.** Danger scenes always demand action: if the roof of one the 32 Cathedrals is collapsing above you, you must act in some capacity. But even when the stakes aren't that high (The leader of the Wanderlings offers payment if you slice off the Dredgeblades), the absence of action should still feel like a choice (Perhaps you decide not to go, so they hire Ambrosia to do the job instead).

- **Allow for different kinds of resolution.** When you set a scene, focus on an open premise rather than a fixed outcome. If the course of action the kids must take is obvious and doesn't allow for different choices, the scene will feel dull and meaningless. Consider the difference between "The spores are developing a consciousness based on the memories they've been fed. What do they want of the exiles?", and "The sentient spores approach the exiles asking for a deal. The exiles must say yes because this deal will take them to the area where the next session takes place." The former approach keeps the story flexible and organic, while the latter takes agency away from the players and limits their ability to interact with the world freely.

- **Introduce new information in a clear manner.** Gripping stories are full of twists and turns—and while you may be inclined to hint at mysteries in the plotline and slowly ratchet up the tension, subtlety is not best suited for tabletop play. Spell out any mystery you've thought about far beyond the point of obviousness. Sometimes campaigns end before you expect them to, so any information you want to be part of the story should come sooner than later—whether it relates to a situation, a character's backstory, or an upcoming antagonist in the journey.

⚘ PACING THE GAME

Scenes don't need to happen one after the other in chronological order. You should always skip past inconsequential details and focus on the moments that define the story.

Say the opening scene of a session sees the exiles gearing up for a voyage, the next scene could very well take place once they've arrived to their location—given the session's focus lies on the latter part. The opposite is also true: a Delve centered around a perilous voyage could have most of its scenes take place on the way, with the destination only taking a couple minutes' worth of session time. As The Moon, you have the flexibility to decide when one scene ends and the next one starts.

ON THE LENGTH OF GAME PHASES As a general rule of thumb, a single Delve phase should last somewhere between 1-2 sessions. A Camp phase should last between half a session and 1 session.

⚘ SETTING DIFFICULTY

When unleashing danger on the exiles such that Bargains or dice rolls come into play, one of your primary duties is setting a Difficulty Class for any rolls that are made. The examples on Page 36 already give you an idea of what types of challenges are best fit for each difficulty level, but these judgments are deeply subjective: whether an action warrants a target number of 7 or 9 varies from person to person. Strive for consistency, but remember DC mostly comes down to tone and getting a *feel* for what best fits your game.

THAT SAID, DON'T HOLD BACK Remember DC describes the difficulty of a challenge in the fiction. It is *not* about making it easier for the players to achieve an outcome you find favorable. The players dispose of a plethora of tools to spin failures into successes, so you must stay true to the severity of the dangers they encounter.

HOW TO RESOLVE UNDOINGS AND PROPHECIES?

The players' Undoings and Prophecy cards don't include set ways to advance and ultimately resolve them. This is because every player's interpretation of how a card fits into their character arc will be different.

For experienced players who already have ideas on what to do from the get-go, all you have to do is say "Yes"; they will tell you when they want to trigger an Undoing or if they think they've hit their Prophecy. For newer players who seem unsure, you'll need to be more hands-on: give them ideas on how a card may fit into their character or how to best take their character arc in a direction that excites them.

⚘ RESPONDING TO PLAYER ACTIONS

When a player lays out their next plan, it falls on you to respond in one of the four following ways:

1. OKAY, YOU DO IT. (NO ROLL)

> **CILLIAN:** I'm going to jump off the cliff and safely reach the ridge's floor with my gliding cloth.
> **MOON:** Sounds good! You get there safely.

You most commonly say "Okay, you do it" when an exile's action entails no consequence. Actions like "I want to lean over and sniff the flowers" or "I want to get to the top of the tree and scout ahead" are best suited to this response.

Alternatively (and this is the case in the above example) say "Okay, you do it" when you want to quickly move to the more interesting part of a scene or you're running short on time. In such cases, this response functionally acts as a pacing tool.

2. YOU DO IT. BUT... (OFFER A BARGAIN)

> **CILLIAN:** I'm going to jump off the cliff...
> **MOON:** Totally. Here's my Bargain: you get there safely, but your gliding cloth will get ravaged by the savage winds and must be Exhausted.

Offer a Bargain when a player takes a risky action that will produce interesting consequences. The bold approach is to immediately respond to the player's action with a Bargain already in mind. Alternatively, you may opt for a more lukewarm reply: "Do you want a Bargain for that?" If a player does want a Bargain but you're out of ideas, the other players can help you think of a fitting cost.

3. LET'S ROLL THE DICE! (ROLL THE DICE)

> **CILLIAN:** I'm going to jump off the cliff...
> **MOON:** Sure, but Kryllia's cairns are still after you and they will try to slam you to the ground. Do you want a Bargain?
> **CILLIAN:** No, I will Roll the dice instead.

Offer a dice roll when a player has turned down a Bargain.

While the rules as written encourage you to *only* Roll the dice if you already offered a deal, you may easily tweak this ruling and offer dice rolls at your discretion—just make sure not to overdo it. Generally, players should each be offered a Bargain (and, implicitly, the possibility to Roll the dice) about 2-4 times per session.

4. SORRY, YOU CAN'T DO THAT. HERE'S WHY.

> **CILLIAN:** I'm going to jump off the cliff...
> **MOON:** Right, but remember in order for the gliding cloth to work, you need to be in direct contact with moonlight and it's still dusk. If you want to do this, you'll need to wait a while for the sky to darken fully...or summon the night somehow!

You may rule a player can't do something when you've previously established a rule in the setting that would make the action inconsistent or when common sense says otherwise: An exile *normally* can't avert arrows with their eyes, or fly, or talk to animals (unless, of course, a rule, item, or setting aspect says otherwise). All your actions must be grounded in cohesive logic.

. . .

In general, the more complex or interesting a problem is, the longer you spend solving it. This is because you're encouraged to only focus on the exciting sections of the story. Think of it as if you were all reading a novel: simple actions that would only take a sentence to narrate are glanced over in the game, whereas bigger challenges that may take a couple of pages to resolve are best suited for Bargains or rolls.

That said, remember there is no one definitive way to resolve an action "accurately" or "fairly": your storytelling style, a recent film you watched or whether you want to end the session early all influence how a particular scene plays out. That is okay! Let your intuition guide you. The more you run the game, the more confident you'll become at pacing a session and arbitrating player actions to your particular liking.

DEALING SETBACKS

A Setback is an obstacle in the story that the players must overcome. You deal 1-2 Setbacks every time an exile accepts a Bargain or rolls equal to or under DC. When you're prompted to deal a Setback, choose between a Light Setback or a Hard Setback depending on the situation. DC is usually an accurate indicator: the higher the difficulty, the worse the fallout from it.

LIGHT SETBACKS

> The candles flicker as a Nightmare approaches. The Shrike draws their blade and dashes towards you. The maze door starts to slowly close behind you.

Light Setbacks usually introduce new obstacles that haven't yet halted the players' progress. When dealing a Light Setback, you may...

- **Reveal a new obstacle.** Something is coming. Is the danger clear or shrouded in mystery? The exiles still have time to react.
- **Create or advance a Crescent.** What ruination will come to fruition if it's filled?
- **Hinder them.** Confront the exiles with an obstacle that prevents them from going further. How will they overcome it?
- **Exhaust an item.** Take an exile's item and mark it as broken or lost. What happens to it? It still count to their item load.

HARD SETBACKS

> The Nightmare rises from the floorboards and lifts you by the neck. The Shrike cuts through your saddlebag and runs away with your loot. The maze completely shifts around you until you no longer know where you stand.

Hard Setbacks usually manifest as escalating problems that demand immediate action from the players. When dealing a Hard Setback, you may...

- **Herald doom.** The situation turns daunting or inescapable. How do things get worse? What is revealed or subverted?
- **Crush them.** An obstacle strikes the exiles mercilessly. Will they strike back or seek escape?
- **Bleed their hp.** An exile suffers `1`, `2`, `3` or `1D4` damage. Ask "How do you hurt?"
- **Hand out a Condition.** Choose 1: A Target of Attention - Bewitched - Burdened - Terrified - Caught in a Lie - Verging on Death

ON CONDITIONS

Conditions are temporary hindrances you hand out to an exile when they miss rolls. There are 6 Condition cards. To learn their effects, see Page 100.

SESSION MOVES

Session moves cover broad sections of playtime you all undergo as a group. As The Moon, you get to decide when to trigger a Session move: doing so cuts to the next phase of the game. The usual cadence is to alternate between the "Delve" move and the "Camp" move every session to every other session.

Some Session moves are triggered every time you play, while others may only come up under certain conditions.

DELVE MARCH ONWARDS

When you all put your lives on the line to blaze a path forward, answer the following as a group: What will we gain from this? What is our way in? Everyone at the table should agree on the answer. Once you're ready, The Moon describes the Delve's first obstacle and asks "What do you do?"

SIDE OBJECTIVES As The Moon, you may offer additional goals at the start of a Delve. If accepted, the exiles agree to more danger in exchange for a reward they may benefit from.

When you start a Delve, the exiles confront the horrors-that-be in order to travel through a perilous patch of The Below. They shall contend with difficult choices, bold opponents, and dire situations.

In turn, you present them with the challenges that stand in the way of their objective, one at a time, along with any other unexpected complications. The exiles must Roll the dice and accept Bargains to progress through these challenges. A Delve usually ends once you decide the exiles have overcome the last obstacle you had prepared for them, as per the steps in Running a Delve.

Whether the exiles accomplished their objective or not, journey on into Camp.

₪ HIDE HOLD STILL DURING A DELVE

> While on a Delve, find temporary shelter to craft a plan, recruit an ally, or wait for an opportunity. Take 1 Camp action each.

You may occasionally drive the action to a halt and Hide so the exiles can get something done. Offer the players the option if it seems like they want to go on a side quest. Alternatively, you may choose to "Hide" to break up an otherwise long Delve into smaller chunks.

₪ CAMP RECOVER

> After a Delve, find a place to rest before going any further. Take 2 Camp actions each. The Moon makes up to 2 Eclipse moves. You can always "Weep" without spending an action.

When you Camp, the exiles deal with the aftermath of their deeds and play out recovery scenes. Things slow down during Camp. Let the players loosely set scenes as they take Camp actions.

₪ END THE SESSION

> As your session winds down, go around the table and...

₪ Describe a moment you really enjoyed from the game, compliment the player that made it possible, and shed 1 Tear.

₪ Did any players Bolster you or otherwise earned your trust? Award 1 Faith token to each. Then, shed 1 Tear if you activated your Prophecy card.

₪ Dare 1-2 players to push their exiles into making a hard choice. If someone Dares you and you fulfill the challenge next session, earn 1 Redemption.

₪ Write down 1 wish each for something you'd like to see next session. The Moon also voices a wish.

RUNNING A DELVE

Shortly before the start of the exiles' next Delve, follow these steps to create the next location they'll venture through:

1. COME UP WITH A BASIC PREMISE

> We must rescue an oracle from the depths of The Whispering Bog.
> We're trying to get a vessel to cross The Crimson Sea.

Draw a rough outline of where the exiles are headed to and what type of objective they may be after. Remember to keep the premise open-ended, as once the session starts, the specific goal of the Delve may change.

2. CREATE **1-3** CHALLENGES

> There's a blood-drenched vortex at the heart of the Whispering Bog. In The Below, only recognize sea dogs can acquire vessels.

Challenges encompass the inherent obstacles that a Delve presents to the players. Don't give Challenges fixed solutions; they should always be open-ended and allow for different approaches.

3. COME UP WITH **3-6** UNDERDWELLERS

Create some NPCs for the players to interact with. Give them objectives that may be different, compatible, or at complete odds with the kids'. (p.70)

4. *(Optional)* CREATE **2-4** DANGERS

Conceive of minor obstacles that the players may encounter during the Delve. Challenges are formatted as follows:

> HAUNTED CEDARS (DC **7**, DMG **1**, AT **3**)
> *Shrieking cries escape from their hollow trunks.*
> Hope...To be let out.
> Moves...*Deafen, Constrict, Regrow*

4. *(Optional)* **CREATE LOCATION LANDMARKS**

You may also subdivide a location into 3-6 loosely-detailed areas. If the need for a map arises, write down each landmark on an index card and place it on the table.

5. *(Optional)* **HIDE 3-5 SECRETS**

> A set of seaweed armor hides in the lakeside cabin.

You may reward the exiles' efforts to investigate with Secrets. Keep the Secrets' locations vague: an exile may not explore the exact spot you thought of for a Secret, but they may search someplace else in an equally smart manner.

6. **TRIGGER THE "DELVE" MOVE**

Follow the steps of the move and allow the exiles to fill in the blanks of your premise by asking them clarifying details: What Underdweller do you hire to guide you through Earthfall Peak? Where do you steal the disguises needed to sneak into The Sundown Troupe? Give the players the freedom to make suggestions and choose whichever approach sounds the most fun. This way, you'll create a unique starting point that everyone is equally invested in.

7. *(Optional)* **OFFER SIDE OBJECTIVES**

> If you want to craft a potion later on, you must take one of Wulfynn's fangs. Gizmo has asked you to locate the forbidden tome inside the Miasmic Catalogue and bring it to him

If the exiles are interested in an additional challenge, offer them side objectives. These may be useful to everyone (a map of the Below hides somewhere in the location!) or speak to a specific character's backstory (you think somewhere in here is the answer to what became of your brother).

☤ SOLAR MOVES 3 PER DELVE PHASE

When there's a lull during play and everyone looks at you, make a Solar move to propel the tale forward. You can make up to 3 Solar moves per Delve. Some Solar moves may organically lead you to also start a Crescent.

₪ FORCE A TOUGH CHOICE

To triumph means to sacrifice a friend. Telling the truth will hurt as much as lying. Make the exiles choose between two equally-flawed outcomes and urge them to take quick action.

₪ KEEP THEM ON THEIR TOES

The door locks behind you. The dungeon-keeper picks up your scent. Trap the exiles in a situation they can't go back on. Highlight new precautions or approaches the situation demands.

₪ TWIST THE TALE

You are betrayed. You were doing exactly what they wanted. The story takes an unexpected or shocking turn. Subvert the expectations or knowledge the exiles assumed as truth.

₪ BRING BACK AN OLD PROBLEM

Ambrosia comes back, this time with an army. Make a callback to a previous obstacle in the Delve or the campaign at large. Showcase how the problem has become worse or more dangerous since the last time the exiles interacted with it.

₪ EARN THEM A NEW RIVAL

You burn the building to the ground and, in doing so, erase centuries of history. The exiles' actions have unexpected consequences and some Underdwellers will remember their shortcomings.

"The thief makes a swift escape before the situation worsens."

RUNNING CAMP

After a Delve, the exiles share scenes of recovery, prepare for what's next, and, crucially, reflect on the terrible things they just went through. To start off Camp, set the scene by describing what miserable creek the players find themselves beside.

While you hold the spotlight when running a Delve by presenting exciting obstacles and compelling villains, Camp is all about the exiles' inner turmoil, crumbling relationships, and character development. Let them set their own scenes and do most of the talking.

SETTING SCENES DURING CAMP

Tell the exiles to take a look at the Camp actions (p.42) and choose two each. Then, based on the actions they choose, they set a scene.

Maybe a player triggers "Catch your breath" by cooking dinner. Or they trigger "Find what you need" by exploring the ruins you hinted were near their settlement, or someone triggers "Lick your wounds" by letting themself be dragged to the nearest village by another player. Help them be creative with the framing; the specifics have no bearing on the rules and only serve to enrich the story.

⸸ ECLIPSE MOVES 2 PER CAMP PHASE

Make Eclipse moves to stir trouble in the exiles' camp. You can make up to 2 Eclipse moves per Camp phase.

₪ CREATE TENSION

Turn the exiles against one another. *Their camp is besieged, their possessions get stolen, an enemy attacks.* Choose 1 player and ask 1 question: ₪ How do you let the others down? ₪ Who do you start arguing with? ₪ How were you selfish?

₪ INTRODUCE AN UNDERDWELLER

A wraith seeks a deal, a Nightmare lurks in the shadows, a human asks for help. Describe how an Underdweller approaches or corners the exiles and pick 2 options: ₪ They threaten the exiles ₪ They ask something of the exiles ₪ Ask "Who has a history with this character?"

₪ CALL FOR A FLASHBACK

Invite an exile to explore their backstory and reveal a new angle of the truth. *The world shifts around them, they have a weird dream, they daydream over the camp's dancing fire.* Set a scene based on their past and ask 1 question: ₪ What did you come here for? ₪ What did this person mean to you? ₪ What do you wish you could change?

₪ OFFER A DARK BOON

A glimmering spell, a powerful artifact, the perfect opportunity. Tempt an exile with something they can't say no to. Reveal how they come upon the boon alone and ask 1: ₪ Are you willing to do what this boon demands of you? ₪ Accepting this boon will earn you an enemy. Who? ₪ Accepting this boon endangers the life of another exile. Which?

UNDERDWELLER STATBLOCKS

Non-player characters in The Below can form frail allyships with the exiles just as easily as they can turn into imminent threats.

Minor NPCs may be role-played like anything else in the fiction, whereas more prominent side characters may have statblocks structured in this format:

MEMORATA *(she/it)*
Accursed arachnid sorceress
`TERRIFYING, MOTHERLY, SILENT`
DC 9 **DMG** 2 **AT** 2 **HP** 4

> A ritual gone wrong. A thirst for power forever unsatiated. Memorata prowls any ancient, dank site. She patiently waits, for revenge on those who've wronged her will come.

HOPES TO: Regain her bygone form.
INSTINCT: Protect the Amber Stone.
WEAKNESS: Natural light. (+2 to act)
SECRET: Amber Stone; *a near-endless source of energy*.

MOVES:

- **DISDAIN** you proudly, then eat you if bored.
- **MARK YOU** as her protégé and task you with bringing her a sacrifice.
- **USE HER CUBS** as eyes and ears (DC 7, DMG 1. *Cute, Hungry, Poisonous*)
- DISMEMBER anyone who comes near the amber stone or hurts her cubs.

SKILLS:

- **ARACHNID TOUCH**: If marked, Memorata can see and hear through you until you bring her a sacrifice.
- **TERRIFYING** (Condition): To all who attack her in darkness.
- **RITUAL:** When provided with an appropriate sacrifice, the amber stone, and a new moon, Memorata regains her true form (DC 13, HOPE: Reach the surface).

DC An exile must match or exceed an Underdweller's Difficulty Class to succeed in a Bloodshed roll against them.

DMG Stands for "damage." When an Underdweller attacks an exile, they bleed hp equal to the Underdweller's DMG rating.

AT Stands for "action turn." Underdwellers with AT may make moves against the exiles unprompted—no need to wait for a player to face a Setback.

If an NPC is out of AT but you still want them to take the initiative, bleed out their hp instead.

HP Underdwellers bleed hp when an exile makes a Bloodshed roll against them. An exile may deal weak (`-1`), severe (`-2`), or deadly (`-3`) damage to an NPC: you decide how much based on the circumstances. If an NPC reaches 0 hp, they're at the exiles' mercy.

DO ALL NPCS FIGHT?

No. While statblocks tend to focus on NPCs that are capable of presenting a threat to the exiles, plenty of Underdwellers the players encounter during their journey barely pose a challenge. For those NPCs, you may come up with only a name, description, Traits, Hope, and an Instinct.

WHEN DO THEY ACT?

Have an Underdweller act against the players when...

- A player matches or falls short of the DC and you make an Underdweller move as a Setback.
- You spend an Underdweller's AT to take action. If an Underdweller is out of AT, draw from their hp instead.

"The deserting knight lights the way."

CHAPTER 4

The Journey Begins...

o over the following steps in person as you gear up to start the game. You needn't devise a premise nor create characters prior to starting.

1. GATHER MATERIALS (10 min)

Gather 2-4 friends, a collection of four-sided 4, six-sided 6, and eight-sided 8 dice, a copy of the print-at-home kit, and 1 character sheet per player. Index cards, pencils, tokens, coins, and scrap paper also come in handy.

2. PREPARE THE GAME (10 min)

Once everyone has sat down, glance over Chapter 1's *What is Going On?* and talk about your hopes and expectations for the game until everyone is on the same page about the premise. Consider the following topics to get you started:

- **TONE:** Do we want the story to be gritty and realistic? Or more whimsical and akin to a fairy tale? Or something in between?

- **LENGTH:** How many sessions do we plan on playing for? Who is going to play The Moon?

- **HOPES:** What are we looking forward to the most? Each player should have the opportunity to voice their hopes for the session you're about to play or the campaign at large. Some common keywords to brainstorm are Angst, Duels, Exploration, Folklore, Found Family, Gonzo, Intrigue, Landscapes, Light-Hearted, Marginalization, Morality, Monsters, Mystery, Queer, Rebellion, Revolution, Romance, Villains, and Weird.

3. REVIEW SAFETY TOOLS (15 min)

Now, take a moment to glance over this list of actions. Make sure everyone knows the following can be invoked at any time for any reason and that the content of the story can always change to accommodate to your preferences. You can remove any subject matter that makes a player feel uncomfortable, skip past a scene you don't want to play out in detail, or retroactively change a previous scene. For example, if someone says they don't like spiders, then don't put spiders in the game.

Could we rather... Suggest a different course of action.

Can we not... Set a boundary when making a decision.

Wait. Is everyone okay with that? Halt a scene and check everyone's comfort level before going further.

I loved that! Encourage another player. Boost their confidence.

What is ( ) up to? Pass the spotlight to a player that hasn't spoken yet.

No. Clearly set a boundary.

I don't know. Pass on a question and fade into the background for now.

Let's take a break. Stand up and stretch your legs.

Let's skip this. Gloss over the details of a scene and move onto the next one.

Let's say that instead... Reframe a previous scene.

Let's stop / I'm leaving. Call for the end of the session or step away if you need to.

4. ESTABLISH THE LORE (20-30 min)

Take turns reading the following questions. Then, as a group, pick one answer for each question to build a fuller grasp of the setting.

₪ WHERE DO WE COME FROM? CHOOSE 1:

- A wretched country years-deep into a war, fighting a bloody campaign to expand.
- A crumbling empire of gunpowder and strife at the onset of a revolution that will change it all.
- A cruel kingstown driven by greed and lies, where hatred parades in plain sight.
- A famished hamlet ravaged by drought, where the old ways remain untouched.

₪ WHAT IS THE BELOW? CHOOSE 1-2:

- A crimson wildland of shimmering beauty—lush, beastly, and lawless.
- A thick heath of ruined forts and bandits—desolate, cryptic, and cruel.
- A sprawling necropolis of monstrous rule—grueling, intricate, and secretive.
- A tempestuous void of shallow seas—miasmic, hollow, and dreamlike.

₪ HOW DO WE ESCAPE? CHOOSE 1:

- By crossing the door at the end of a perilous voyage.
- By unraveling a secret spell that lies guarded inside impenetrable walls.
- By slaying the tyrant that keeps all exiled souls in this realm, sword in hand.
- By betraying each other when the time is right; only one can survive.

5. CREATE CHARACTERS (30 min - 1h20m)

Draw all character cards and start placing one of each type onto your character sheet. You may select each card or draw at random.

- **Draw 1 Upbringing card:** This card dictates 2 of your starting Traits and 1 starting item. The lore alluded to in the Upbringing cards is up to interpretation—you get to decide what a *Wildwalker* is or what the *Flamekeepers* do.

- **Draw 1 Crime card:** This card dictates your last starting Trait.

- **Draw 1 Prophecy card.** This card marks the overarching goal of your character.

- **Draw 2 Item cards:** One is set by your Upbringing. For your second item, pick any card of your choosing. (Utility, Weapon, or Trinket.)

- **Draw 1 Undoing card:** This card marks a burden you will carry for most of the game.

- **Pick a Name and Look:** See Page 86 for ideas. You must also decide the age of your exile—somewhere between 16 and 21 years of age.

- **Introductions:** After everyone has drawn all their cards, go around the table and introduce your exiles one player at a time. Each player briefly goes over their backstory, items, and so on.

- **Distribute tokens:** Decide on a set of 5 Faith tokens to represent your exile and keep them near your character sheet. You may also keep coins nearby to use for hp, Inspiration, and Conditions.

- **Create ties:** Every player picks 1 question to ask another player.

1	What event did we live through together?
2	Why are you so hot-headed around me?
3	What blood feud are we caught in?
4	What do the rumors say of me?
5	Why did we drift apart?
6	What worry do we share?
7	Why can't you ever trust me?
8	What secret are we trying to hide?
9	Why do you think I've changed?
10	Why won't you let me be close to you?

- **Faith Tokens:** Once everyone has introduced their character, each player chooses 2 characters whom their exile is closest to and awards their players 1 Faith token each. No player can start the game with more than 4 Faith tokens on their track. All players start holding a d4 Faith die with every other player.

- *(Optional)* **Backstory:** If you are in need of inspiration for your character's backstory, use the following as a starting point:

1	Someone once dear eyes me with hatred. Who?
2	I am marked by a mistake I made early on in life. How?
3	Someone steals a kiss from me. Why can't it be?
4	I meddle where I shouldn't and am punished. Why?
5	Someone confides in me about an intimate woe. Who?
6	I ready a knife, as I should have done long ago. Where?
7	Hidden, I see someone for what they really are. Who?
8	I swear an oath I now deeply question. Why?

6. START THE CAMPAIGN (1-2h)

After you've created your characters and established the lore, check in with the group to decide whether you are ready to start the game. If not now, pick up from here the next time you meet for a game session.

☽ TO START THE GAME...

The Moon goes through the steps from Running a Delve and, once ready, sets the scene and triggers the "Delve" move (p.62). Then, every player gets a chance to introduce their characters in the story: you have either just awakened after your exile, or been traveling for a few days already.

By the end of the session, you should be at least halfway through the Delve. Wrap up play by making the "End the session" move (p.63). Each player then describes what they're looking forward to seeing next time—The Moon included—and writes down their answers.

7. PLAYING A ONESHOT (1-2h)

If you're playing for a single session...

1	Skip step 2 (Establish the Lore).
2	When making characters, rely on randomized card draws to save on time. Try to keep character creation under an hour.
3	When starting play, hard-frame a starting situation: assume that the exiles have already been traveling together for a little bit and focus on the short-term goal of their upcoming Delve. If you have some time left afterwards, you may try your hand at the Camp phase. (p.63)

₪ QUICKSTART QUESTIONS

In a oneshot, answer these questions (or any similar ones that may fit your situation) to fill in the blanks of what your characters have been up to:

1	You were trapped in ( ). What did you leave behind?
2	You heeded ( )'s pleas for help. How did you save them from a grim fate?
3	( ) is chasing you down. What did you take from them?

THE JOURNEY'S END

When you decide it is time for your journey to come to an end, The Moon reveals one final location. Delve it.

During this Delve, you may use any Redemption you've accumulated to do as follows:

₪ `-1 REDEMPTION` to speak your heart's truth.

₪ `-1 REDEMPTION` to bring back a fellow exile from death's embrace.

₪ `-1 REDEMPTION` to tether yourself to The Below as a powerful force.

₪ `-1 REDEMPTION` to wield the power of your soul.

₪ `-1 REDEMPTION` to hold back the Gloom.

₪ `-1 REDEMPTION` to reveal The Below's door.

₪ `-1 REDEMPTION` to dream of a better world.

₪ `-1 REDEMPTION` to grant another escape from this world.

AFTER THE DELVE Any exiles who have not crossed the door back to the human realm are doomed to never escape The Below—forever here they will remain.

⚘ THE FOLKTALE

After your journey has come to an end, write down or speak out loud your exile's tale. Then, share with the other players (and with anyone else who will listen in the days, weeks, and years to come) what became of your exile.

The Moon, on the other hand, embellishes your folktale with an introduction, an end, and any other details worth writing down.

Once everyone has spoken their parts, put all the pieces together if you like. You may end up with something along these lines:

Cast on a journey
at the edge of the world,
through titanic hills and bloody depths,
through bramble woods and inconceivable domains,

a threesome of exiles kindled hope anew;
certain that their fate was one they could undo.

Their names still dance in the wind,
tethered by the unsung song of their broken dreams.

Moog the ablaze,
burned lasting and bright
and fed the flickering ever-ash
in one last act,

Autumn the witch,
wed the wood without remorse
and found peace with her kin,
reunited in the undergrowth.

Pine Herald,
spawn of the abyss,
slew the nightmare-blade
and crawled back to earth,
a knight reborn.

The Moon, watching from above
twisted each of their dreams
'til they saw their true selves.
Beware of her gloom-bound gaze.

APPENDIX A

Vault

STRANGE SIGHTS (D12 X 3)

A...		…	WHERE…
1	flooded	gate	all your desires come true
2	undead	city	your faces get stolen
3	sunken	bridge	a boatman offers passage
4	crumbling	whale	two factions wage war
5	buried	fortress	a Nightmare is kept
6	abandoned	cave	humans have taken refuge
7	moving	battle	resources are being mined
8	expanding	jungle	ripe with earthly delights
9	locked	crypt	knights prove their worth
10	soaring	farm	a beast hides its lair
11	dreamlike	ship	everyone is doing great
12	buzzing	box	someone is trapped

UNDERDWELLER FACTIONS (D6 X 4)

A…		OF…	WHOSE GOAL IS TO…	
1	gang	canids	destroy	their leader
2	legion	golems	unearth	great knowledge
3	conclave	ghouls	protect	a ship
4	union	insects	build	a weapon
5	disguisement	gnomes	hunt	a temple
6	crew	fae	elect	the truth

MISERABLE QUESTS (D10 X 4)

	YOU MUST…	A / WITH…	TO…
1	find	monstrous foe	cure a disease
2	steal	friendly npc	lift a curse
3	aid	cursed artifact	aid a faction
4	negotiate	rare concoction	avoid disaster
5	destroy	strange village	gain passage
6	retrieve	sworn enemy	settle the score
7	defend	wise oracle	conduct a ritual
8	slay	powerful spell	keep your promise
9	save	defenseless human	escape your fate
10	escort	wounded Nightmare	find out the truth

	BECAUSE…
1	you were threatened to do so
2	it's the right thing to do
3	a harrowing dream told you so
4	you know it's the only way
5	you fear the alternative
6	you must stop the suffering
7	you want to test your skills
8	it's personal
9	your escape depends on it
10	you owe it to someone

UNDERDWELLERS, WEIRD (D12 X 4)

	A / AN...	CREATURE…	WITH…
1	giant	rat	an army of followers
2	undying	skeleton	an unmatched mount
3	minuscule	blemmye	too many heads
4	multiplying	tree	a fearsome reputation
5	shapeshifting	beastman	a steady business
6	contorting	centaur	a family to feed
7	terrifying	wyvern	a dream career
8	deranged	gargoyle	encyclopedic knowledge
9	insatiable	legged fish	unparalleled game
10	blood-thirsty	baby	a taste for tomfoolery

	AND…	THEIR NAME IS… (D20)		
1	speaks in riddles	Wyl	11	Draco
2	can explode at any time	Arache	12	Syl
3	is full of one-liners	Zaleb	13	Grot
4	feels rather lonely	Goha	14	Mal
5	can only lie	Bob	15	Smule
6	can ingest anything	Vanis	16	Tarth
7	has a great sense of smell	Grongir	17	Lowri
8	is eerily skilled in music	Simeon	18	Charon
9	will kill you	Yrsa	19	Blumen
10	wants your hair	Friend	20	Sin

UNDERDWELLERS, HUMAN-ISH (D12 X 4)

A / AN…	PROFESSION…	WITH…
1	impostor	cheese-maker	a deadly weapon
2	coward	horse-whisperer	a monstrous lover
3	forgetful	thug	no eyebrows
4	desperate	cook	intricate tattoos
5	fair	fool	terrible luck
6	jealous	monk	a joyous smile
7	clumsy	farmer	a knack for curses
8	delusional	mercenary	great connections
9	ruthless	peddler	a dangerous genius
10	insufferable	lesser noble	exotic pets

AND…		THEIR NAME IS… (D20)	
1	incommensurable debt	Felix	11	Lotrice
2	slightly too many teeth	Pipp	12	Heron
3	plagued by agonizing visions	Merrick	13	Morgan
4	appalling health	Jonah	14	Mila
5	great knife-work	Neel	15	Ash
6	master knot work	Sylvia	16	Amit
7	an eye to spare	Kross	17	Aaron
8	a heinous sense of fashion	Haggard	18	Shell
9	a surprisingly young age	Ursula	19	Forest
10	dextrous feet	Harm	20	Brooke

APPENDIX B

Play Decks

All of the following tables except for "Looks" and "Names" are included in the print-at-home kit as cards. They are also included here for reference.

LOOKS (D20)

1	Haunted gaze	11	Stolen tunic
2	Feral hair	12	Ripped skirt
3	Agile feet	13	Pointy footwear
4	Stern posture	14	Broken fetters
5	Proud face	15	Spiked choker
6	Fragile hands	16	Glittery eyelids
7	Shaved head	17	Blackened nails
8	Mended hat	18	Shattered earrings
9	Flowery chain mail	19	Crooked helmet
10	Metal spectacles	20	Dyed hair

NAMES (D6/2 + D12)

1-2	1	Gwenryr	Medow	Ezra
	2	Rhys	Hendrek	Emil
	3	Noela	Wysteria	Zenya
	4	Cillian	Hemlock	Linus
3-4	5	Thalyn	Pine	Doriah
	6	Lotor	Gedo	Nadir
	7	Alnak	Jamila	Cedar
	8	Cain	Winifred	Josiah
5-6	9	Rish	Dathi	Dhruv
	10	Anoushka	Hadeem	Finn
	11	Anjali	Wilbur	Ishbel
	12	Mebh	Horus	Elk

UPBRINGING (D20)		TRAITS	ITEMS
1	Blacksmith's Apprentice	Brute (D4) Shape (D6)	Something Metallic (A.1)
2	Chronicler's Scribe	Lore (D4) Secrets (D6)	Something Lettered (A.9)
3	Sorcerer's Servant	Command (D4) Arcane (D6)	Rotten Dentures (C.3)
4	Jester's Wimp	Charm (D4) Entertainment (D6)	Something Loud (A.4)
5	Potter's Confidant	Craft (D4) Sleight of hand (D6)	Nosy Vase (C.14)
6	Apothecary's Foundling	Precision (D4) Alchemy (D6)	Something Sticky (A.7)
7	Concealed Wildwalker	Stealth (D4) Track (D6)	Whychwood Mask (C.15)
8	Flamekeeper Initiate	Nimble (D4) Fire (D6)	Something Sturdy (A.10)
9	Oracular Florist	Intuition (D4) Grace (D6)	Blossom Basket (C.9)
10	Nightwatch Recruit	Darkness (D4) Beasts (D6)	Something Alight (A.3)

UPBRINGING (D20)		TRAITS	ITEMS
11	Miserable Squire	Footwork (D4) Swordplay (D6)	Engraved Chestguard (B.3)
12	Lowlife Scoundrel	Dealmaking (D4) Forgery (D6)	Hand of Strings (C.13)
13	Bound Cryptkeeper	Silence (D4) Death (D6)	Homely Bones (C.18)
14	Codex Warden	Perusal (D4) Words (D6)	Something Lettered (A.7)
15	Sewer Pariah	Grit (D4) Filth (D6)	Something Alive (A.6)
16	Merchant's Heir	Literacy (D4) Numbers (D6)	Something Costly (A.8)
17	Wraith's Disciple	Stern (D4) Assassination (D6)	Empty Skin (C.20)
18	Errant Acrobat	React (D4) Balance (D6)	Set of Knives (B.6)
19	Convent's Secret	Naïve (D4) Recall (D6)	Umbral Habit (C.10)
20	Beast Hunter	Disguise (D4) Lure (D6)	Something Alluring (A.5)

CRIME (D10)		DETAILS	TRAIT
1	Theft	I helped those deemed unworthy.	Lies (D8)
2	Heresy	I challenged the order with irrefutable proof.	Patterns (D8)
3	Aberrance	I stopped hiding who I truly am.	Survival (D8)
4	Assault	I stopped them from causing any more harm.	Traps (D8)
5	Immorality	I loved those I am forbidden to.	Heart-speak (D8)
6	Perjury	I disguised myself as a higher caste.	Mask (D8)
7	Witchcraft	I asked the wrong questions.	Undead (D8)
8	Libel	I couldn't keep my mouth shut.	Honesty (D8)
9	Treason	I revealed secrets to the enemy.	Betrayal (D8)
10	Insurgence	I did what had to be done.	Explosive (D8)

TRAITS (D20)			
1	Command (D4)	Alchemy (D6)	Aloft (D8)
2	Brute (D4)	Arcane (D6)	Betrayal (D8)
3	Disguise (D4)	Assassination (D6)	Fear (D8)
4	Charm (D4)	Balance (D6)	Explosive (D8)
5	Craft (D4)	Beasts (D6)	Heart-speak (D8)
6	Darkness (D4)	Forgery (D6)	Honesty (D8)
7	Naïve (D4)	Death (D6)	Lies (D8)
8	Deal-making (D4)	Filth (D6)	Bleak (D8)
9	Grit (D4)	Sleight of hand (D6)	Patterns (D8)
10	Intuition (D4)	Fire (D6)	Mask (D8)
11	Literacy (D4)	Grace (D6)	Prophecy (D8)
12	Lore (D4)	Numbers (D6)	Rage (D8)
13	Nimble (D4)	Lure (D6)	Reckless (D8)
14	React (D4)	Entertainment (D6)	Duplicate (D8)
15	Perusal (D4)	Shape (D6)	Stoic (D8)
16	Footwork (D4)	Recall (D6)	Survival (D8)
17	Precision (D4)	Secrets (D6)	Traps (D8)
18	Silence (D4)	Swordplay (D6)	Undead (D8)
19	Stealth (D4)	Track (D6)	Vengeance (D8)
20	Stern (D4)	Words (D6)	Weather (D8)

UTILITIES (D10)	COMMON TOOLS
A.1	Something Metallic: A hammer, a knife, a spike.
A.2	Something Long: A pole, tongs, a rope.
A.3	Something Alight: A candle, a torch, a firecracker.
A.4	Something Loud: An instrument, a horn, a bell.
A.5	Something Alluring: A meal, a scent, a shiny stone.
A.6	Something Alive: A murder of crows, loyal cubs, a big rat.
A.7	Something Sticky: Herbs, a flask of oil, a vial of poison.
A.8	Something Costly: A seal, quill and paper, fancy clothes.
A.9	Something Marked: A banner, a tome, a chart.
A.10	Something Sturdy: A metal bar, leather gloves, a helmet.

WEAPONS (D10) IMPLEMENTS OF DEATH	
B.1	Dueling Rapier: Quick to draw, quick to break.
B.2	Unlucky Bow: Quiet to shoot, flimsy to hold.
B.3	Engraved Chestguard: Clunky and noisy.
B.4	Rusted Spear: Pierces from afar, if your target is still there.
B.5	Battle-Worn Claymore: Hard to wield, daunting to master.
B.6	Set of Knives: Easy to throw, easy to lose.
B.7	Rusted Axe: Efficient chopping, gets stuck.
B.8	Bent Shield: Reliably protective, assuredly cumbersome.
B.9	Crooked Blade: Extremely sharp, slightly inaccurate.
B.10	Holy Morningstar: Unforgiving, hungry for repentance.

TRINKETS (D20)	BEWITCHED ITEMS
C.1	Bag of Stardust: Cast small magicks. Nightmares find you delicious.
C.2	Wicked Vinegar: Eats through anything—including your skin.
C.3	Rotten Dentures: Shouts out directions and ideas. Does not shut up.
C.4	Caged Shade: Absorbs rage—release it to use again.
C.5	Dragonborne Tears: Forces the truth when ingested...or a beam of jade flame.
C.6	Deathwish Broom: Fly anywhere—you risk death.
C.7	Glass Shield: Deflect anything but steel. Breaks easily.
C.8	Hay Bale: Always catches you when you fall—follows you around until you die.
C.9	Blossom Basket: Draw the perfect herb or flower—you disperse a trace of magic.
C.10	Umbral Habit: Dissolve yourself into shade. Sometimes, things follow you back from the shadows.

TRINKETS (D20)	BEWITCHED ITEMS
C.11	Graystone Chisel: Carve others' features onto your face—you slowly turn into them.
C.12	Shifting Salt: Change an object's state of matter—sometimes it's permanent.
C.13	Hand of Strings: Detach your grasp into a ghostly shape—you feel any harm done to the Hand of Strings.
C.14	Nosy Vase: Whisper a secret as trade—hear back gossip in return.
C.15	Whychwood Mask: Don a beastly boon—as well as a cumbersome trait.
C.16	Blood Vial: Wield colossal strength—you can't stop shouting your thoughts.
C.17	Friend String: Summon an ally to your side—as well as someone you don't like.
C.18	Homely Bones: Return to a marked place. You cannot travel there ever again.
C.19	Ogre Fat: Glue two objects together—the stench rots everything around you.
C.20	Empty Skin: Bind a spirit to dwell within—it usually does your bidding.

REUNION PROPHECY · +2 REDEMPTION ON DISCARD

> Long ago you lost your love, friend, or kin to The Below. You shall someday learn what became of them.

₪ **+1** Tear every time you take a risk for a loved one.

₪ Once you learn the truth about your loved one, discard.

RENOWN PROPHECY · +2 REDEMPTION ON DISCARD

> You've always dreamed of acclaim for your family, your kin, or yourself. You shall someday bring glory to your name.

₪ **+1** Tear every time you make a group of people sing your deeds.

₪ Once you've spread your legacy all across The Below, discard.

POWER PROPHECY · +2 REDEMPTION ON DISCARD

> You were always the little one: defenseless, pushed over, and overlooked. You shall someday wield the power that's yours to claim.

₪ **+1** Tear every time you grow stronger through sorcery, study, or acolytes.

₪ Once you've wielded great power to a terrible end, discard.

VENGEANCE PROPHECY · +2 REDEMPTION ON DISCARD

> Long ago a human, Underdweller, or Nightmare brought you disgrace. You shall make them pay someday.

₪ **+1** Tear every time you settle the score with someone from your past.

₪ Once you carry out your vengeance to its bitter end, discard.

PROSPERITY PROPHECY · +2 REDEMPTION ON DISCARD

> You always dreamed of creating a better world. If the upper plane is doomed, peace may as well lie below.

₪ **+1** Tear every time you struggle to help a community or place.

₪ Once you've deeply changed The Below for the better, discard.

FORTUNE PROPHECY · +2 REDEMPTION ON DISCARD

> You always heard of the riches hiding below the human realm. You shall loot them someday in the hope of bringing them back home.

₪ **+1** Tear every time you make a profitable trade or uncover a lead for big treasure.

₪ Once you come into riveting wealth, discard.

RECOLLECTION PROPHECY · +2 REDEMPTION ON DISCARD

> There's an event from your past that's clouded in oblivion. You shall someday dissipate the mist in your memory.

₪ **+1** Tear every time you remember an important detail of the memory.

₪ Once you realize how all your memories tie together, discard.

BELONGING PROPHECY · +2 REDEMPTION ON DISCARD

> You never fit in the upper world. You shall realize someday that The Below is your one true home.

₪ **+1** Tear every time you get closer to resembling an Underdweller.

₪ Once you resolve to remain in The Below, discard.

CONNECTION PROPHECY · +2 REDEMPTION ON DISCARD

> You always felt like no one above could understand you. You shall someday make a friend you're not willing to leave behind.

₪ **+1** Tear every time you acquaint yourself with an Underdweller.

₪ Once you've brought your fellow soul to The Journey's End with every intention of taking them with you, discard.

RESOLVE PROPHECY · +2 REDEMPTION ON DISCARD

> You're not even sure why you keep on going. You shall find out why someday.

₪ **+1** Tear every time you scourge your heart's depths and find the courage to fight on.

₪ Once you realize what has driven you all along, discard.

WRATH UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> You never hold back—when rage strikes, you let it all out. Is that how you learned to survive? Or do you take out on others what was once beat into you?

₪ When you release the pain within you, choose a fellow exile to bear the worst of it: how do they get hurt? Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: How do you bear your wrath now? Then, discard.

TRAITOR UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> You've let down your kin and are undeserving of their love. Is it because you were never enough? Or because you did what they dared not?

₪ When you turn your back on your fellow exiles, describe how you live up to the ideals of your kin. Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: What separates you from them? Then, discard.

DUTY UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> Your life is worth nothing compared to those of the ones you must protect. Is it because it is their divine right to rule? Or because it is your life's purpose to serve?

₪ When you recklessly endanger yourself to protect someone else, ask the other player how they feel betrayed. Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: Do you see value in yourself? Then, discard.

EMPTY UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> Your emotions weaken you and hold you back. You must keep them silent if you are to survive.

₪ When you ignore a call for help or support, describe how you become paralyzed or unresponsive. Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: How do you bring yourself back? Then, discard.

WEAK UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> All your life you've been deemed useless and meek. What quality do you lack according to those who see you as unfit?

₪ When you give in to the Gloom's lures, describe how your newfound power endangers the others. Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: Can you afford to survive without the Gloom? Then, discard.

SCARS UNDOING · 1 USE/SESSION · +2 REDEMPTION ON DISCARD

> You bear scars that can never be healed. Why must nobody ever see them?

₪ When you let a fellow exile see you for who you are, ask the other player how they become scared or distrustful of you. Then, shed 1 Tear and take +2 on your next roll.

₪ Resolve this Undoing after triggering it 5 times: Do you still hide? Then, discard.

WHEN YOU HOLD A CONDITION, flip a coin to act. On heads, bleed 1 hp.

A TARGET OF ATTENTION CONDITION

> A Nightmare, beast, or admirer just won't leave you alone. If given the choice, they'll always pursue you at any cost.

When you free yourself from the pursuer, shed 1 Tear and discard.

BEWITCHED CONDITION

> You are under some kind of curse: your hands and feet swap, you move against your will, your mouth pops out of your skin.

When you break free from the curse, shed 1 Tear and discard.

BURDENED CONDITION

> You juggle way too many items, expectations, wounds, or responsibilities.

When you let go of some of the weight, shed 1 Tear and discard.

TERRIFIED CONDITION

> You glimpse horrors beyond your comprehension, your worst fears play out before your eyes, a big monster is about to eat you.

When you escape the source of your fear, shed 1 Tear and discard.

CAUGHT IN A LIE CONDITION

> You're spinning a tale, passing for someone you're not, or otherwise fooling an Underdweller.

When you get caught or cement the lie as truth, shed 1 Tear and discard.

VERGING ON DEATH CONDITION

> You're bleeding out, succumbing to poison, stabbed in the chest, or otherwise critically wounded. Replenishing hp alone won't cut it.

When you find appropriate help and rest, shed 1 Tear and discard.

APPENDIX C

Earthfall Peak

A massive mountaintop on the verge of collapse. Its beauty was worthy of song in times past, when Jaeris the dragon guarded it gallantly. Now, no longer. Its peace vanishes as its keeper dies.

ǂ LURES

You wind up at Earthfall Peak…

1	To retrieve a left-behind keepsake in the name of The Wanderlings.
2	To haul a mule from the mountain to your next stop.
3	For you've heard of Jaeris' scales and their ability to cure any wound.
4	Tracing the steps of a spirit said to haunt the mountaintop.

ǂ UNDERDWELLERS

You may run into…

- ₪ Saveric the Accursed: Telling stories by the naked trees of the UPCLIFF. What fools is he luring to go die for him in the CORTEX?
- ₪ It That Rests: A titanic presence seeking to resurface by the opening near THE APEX. Has the blighting nature of the mountain called It?
- ₪ Ambrosia: An infamous legionnaire on her way to retrieve the Heart-Striking Quill from Jaeris' lair. Who is she working for?
- ₪ The Wraiths: A coven of witches flying around on their brooms as they plot to steal Jaeris' scales. What ritual are they going to use them for?

ǂ CHALLENGES

1	The threat of a volcanic eruption caused by Jaeris' imminent death. How will anyone survive if the mountain floods in magmatic hate?
2	The burning gas that gusts out of the mountain's crust. How will the exiles pass through this toxic heat?

ǂ DANGERS.

Be sure to avoid...

₪ The Unturning Bones (DC 7 DMG 1, *Reanimate*, *Weight you down*): They disturbingly totter about, dreaming of a life that will never resume. *Perhaps they will take yours instead.*

₪ Dinknit's Fall: A curse of vertigo that ends the unprepared. It makes you loom closer and closer to the mountain's edge until you skid down. Only the folks from EAGLE'S EYE know how to ward it off.

₪ Boiling geysers (DMG 2, *Burn you*): Miserable craters that scream from the scorched earth. The earth is fragile around them—they hide a secret entrance to the UNDERCAVERN.

₪ Blighted Eggs (DC 9 DMG 2 AT 1): Jaeris' sickened offspring, lodged by the hundreds in the UNDERCAVERN's walls. Nightmares peek from the cracked eggshells. What prophecies do they whisper?

ǂ LOCATION LANDMARKS	
1	CLOUDRIDGE: Flocks of mist roll over on either side of the long-trodden road—serpentine steps that mirror a dragon's back.
2	EAGLE'S EYE: A village of legged fish stands by a river-stream's shore. There are rumors of strange bones washing ashore, and of a voice reaching out at night.
3	UPCLIFF: Boiling geysers and reddened stone fill the air with heat. Naked trees die in silence. All undone. Which way is north? Be careful where you step.
4	APEX: The tall wind blows through a miasmic chasm of jade smoke. The most obvious, yet hardest way into the UNDERCAVERN.
5	UNDERCAVERN: Long tunnels buried in the earth, leading to the CORTEX. The Blighted Eggs line the walls, and you hear a strange voice coming from a jar. A left turn might lead you to an ancient forge by a magma stream.
6	CORTEX: A burning pit of bones Jaeris purposes as his lair. This is the hollow heart where all the UNDERCAVERN's arteries converge.

4
5
6
3
2
1

JAERIS *(they/he/it)*

Dying dragon

RESIGNED, DETACHED, LOFTY

DC 11 DMG 3 AT 2 HP 5

> Old and unchanging. Smoke from the mountain mouth is all it takes to keep the Underdwellers' faith in Jaeris alive. Alas, with the mountain growing cold and ablight, word has spread of the ancient's death. Now all race, commoners and commanders alike, to pillage whatever they can from the dragon's deathbed.

HOPE: To contain the festering blight within itself.

INSTINCT: Listen.

WEAKNESS: Its own reflection. (+2 to act)

SECRET: Its tail; powerful magic blossoms from its poison.

MOVES:

BE DEVOID of any interest in your fleeting mortality.

ENGULF its lair in jade flame and eventually induce a volcanic eruption.

GIFT you one of its eggs and ask you to heal it before it hatches.

ATTEMPT to contain a devastating attack (d6 Reaction).

SKILLS:

ENCHANTED: Cannot be harmed by non-magical means.

BLIGHT: Though the dragon tries to hold onto its consciousness, the Nightmare growing within it is too big to be contained forever.

"The dragon contorts sickly."

BIBLIOGRAPHY

Exile descends from a long tradition of story game design and owes much to the works of Meguey and Vincent Baker (*Apocalypse World*), John Harper (*Blades in the Dark*), Isaac Williams (*Mausritter*), Ash Kreider (*The Watch*), Andrew Kolb (*Neverland: A Fantasy Role-Playing Setting*), Jay Dragon (*Sleepaway*), Mikey Hamm (*Slugblaster*), Whitney Strix Beltrán, Marissa Kelly, and Sarah Richardson (*Bluebeard's Bride*), and T.C. Sottek (*Quest*), among many others. Though there is no formal affiliation between the author and these creators, each of the games listed is in its own right an excellent way further into this genre of gaming.

"The night-sworn siblings settle in for the night."

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